

# Australian Animal Totems

The three following animal totems are for use by the player in addition to the animals present in the *Player's Handbook*. Check with you DM before using them in your game.

## Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain it's feature.

**Crocodile.** While you're raging, moving with a grappled creature costs no additional movement. Additionally, while raging, whenever a creature would provoke an opportunity attack from you, you can forgo that attack and attempt to grapple it instead. The spirit of the crocodile allows you to easily capture your foes.

**Kangaroo.** While you're raging, when you hit a creature with a melee weapon attack, you can use your reaction to jump 10 feet directly away from it. This jump doesn't provoke opportunity attacks. The spirit of the kangaroo allows you to easily out-maneuver your opponents.

**Kookaburra.** While you're raging, the first creature you hit with on each of your turns with a weapon attack takes extra psychic damage equal to 1d4 + your Rage damage bonus, and must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or have disadvantage on the next attack roll it makes. The spirit of the kookaburra allows you to inspire the ire of your foes.

## Aspect of the Beast

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

**Crocodile.** You become skilled in aquatic combat. You gain a swimming speed equal to your walking speed, and you can hold your breath underwater for an additional 15 minutes.

**Kangaroo.** You become as agile and nimble as a kangaroo. Your jump height and distance are doubled, and you ignore the penalty for making a standing long jump.

**Kookaburra.** Your voice is as loud and piercing as a kookaburras. You can have your voice boom up to 3 times as loud as normal, and you can't be silenced by magical effects.

## Totemic Attunement

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

**Crocodile.** While you're raging, you can replace an attack you make on your turn when you take the Attack action to attempt to crush a creature you're grappling. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). If you succeed, the target takes bludgeoning damage equal to half your Barbarian level + your Rage damage bonus + your Strength modifier.

**Kangaroo.** While you're raging, when you shove a creature, you can knock them prone and push them 5 feet away. Additionally, when you shove a creature on your turn, that creature also takes bludgeoning damage equal to 1d6 + your rage damage bonus + your Strength modifier.

**Kookaburra.** While you're raging, when a creature moves within 30 feet of you for the first time on a turn or starts its turn there, that creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or only be able to use its movement to move directly towards you until the end of your next turn.

### CREDITS

- Created by u/Rain-Junkie. More of my work can be found [here](#). Version 2.0 [22/10/20]
- Artwork by [Graham Gercken](#).
- Made using [GMBinder](#).

